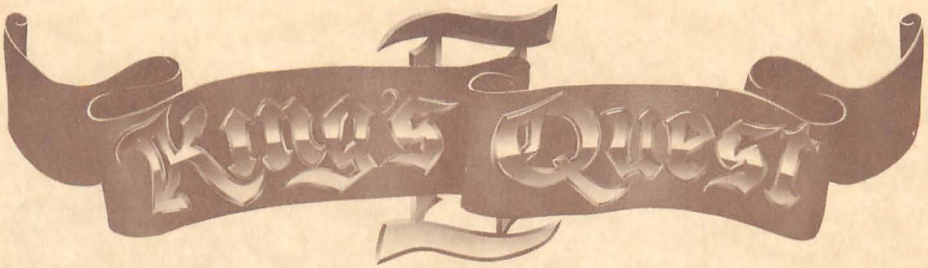


KING'S QUEST® II
Romancing the Throne
Designed by Roberta Williams
Apple version
Programmed by Jeff Stephenson and Sol Ackerman
Graphics by Doug MacNeill and Mark Crowe
Music by Al Lowe

LOADING INSTRUCTIONS

1. Insert disk 1, Side A, label side up, into the drive. Close the door to the drive.
2. Turn on power to the monitor and the computer.
3. To bypass the opening sequence when loading King's Quest II, press any key.

IF KING'S QUEST WON'T BOOT PROPERLY, CHECK TO SEE THAT YOU MEET THESE REQUIREMENTS:

- As stated on the sticker on the outside of the box, 128K memory is required to operate King's Quest. Apple IIe owners MUST have an extended memory card installed.
- Printer cards (and other peripherals) sometimes interfere with the operation of King's Quest. You may have to remove all cards from your slots, except of course the drive card and the extended memory card.
- The earliest Apple IIe computers had "A" mother boards. To run the complex graphics in King's Quest, you need a "B" mother board. Your dealer is empowered by Apple Computers to replace an "A" mother board with a "B" mother board, free of charge.

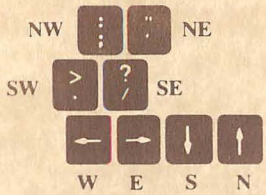
The King's Quest series represents a totally new approach to computer gaming --a third generation in computer adventure. They feature double high-res graphics, with animated characters.

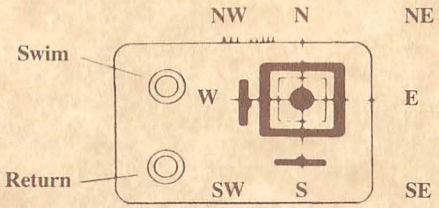
Sierra's new series adventures are interactive, changing as you explore and solve the puzzles. New facets are revealed as you delve into the game. In fact, because of random events and different levels of victory, you can play the game many times over and never play the same game twice. If you are especially clever, and find every hidden nuance in the game, you can score a maximum of 185 points in King's Quest II.

COMMANDS FOR THE HERO

Talk to your computer in commands of one or two words, or even simple sentences. Unless otherwise instructed, follow all commands with the ◄RETURN► key.

Use a joystick or the keyboard to move King Graham North, South, East, West, diagonally, and when appropriate, up or down. To halt Graham's steps with the keys, press the last direction key again.





To swim, give your computer a single command. Type:
(You can also use the upper joystick button to swim.)

SWIM

You may meet others who have messages for you. Command them to speak. Type:

TALK TO THE GIRL

You may later need objects you see along the way. Type:

GET THE RING

Pay attention to details. To see an object closely, type:

LOOK AT THE RING

Use the objects you find along the way. Type:

GIVE THE BASKET TO THE GIRL

NOTE: If the computer's reply to your command requires more room than is available on the screen, the computer will beep. Press ◄RETURN► to scroll down to the command line.

MAGIC OF YOUR OWN

You may want to take a break at some point, and later begin where you left off. You can save your progress on a separate disk, your own "save game disk." Use a blank disk, or one with information that you do not need, because it will be erased when it is initialized.

Initializing a "Save Game Disk"

You will need to prepare your "save game disk" only once. Any time during the game, type:

INIT DISK

Follow the prompts on the screen to create the "save game disk." When you want to save a game, you will do so on this disk.

Saving a Game

The game can be saved almost any time during play. If you do this often, then you won't lose much ground if King Graham should have an unfortunate accident. Type:

SAVE GAME

You will be instructed to take your King's Quest II disk out and put your "save game disk" into the drive. (If you have two drives, put your "save game disk" into drive 2.) Then enter a letter to identify your game. Type a different letter for each game you want to save. Type:

A - Z

When the game is saved, you will be asked to take out your "save game disk" and insert your King's Quest II disk (unless you are using 2 drives) to continue playing King's Quest II.

Restoring Your Game

To resume a saved game any time after loading King's Quest II, type:

RESTORE GAME

You will be asked to take out the King's Quest II disk and insert your "save game disk." Type the letter (A-Z) for the saved game you wish to restore.

You will then be asked to take out your "save game disk" and insert the King's Quest II disk (unless you are using 2 drives). Continue playing from the point at which you saved the game.

To save you typing time, the following convenience keys quickly and easily make these common commands:

ESC	Pause King's Quest II
TAB	Check King Graham's inventory and score
1	Turn music off/on
3	Save Game
5	Restore Game
7	Restart King's Quest II
9	Echo last command
=	Swim

Joystick buttons:

lower	equivalent of ◄RETURN►
upper	swim

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